

EXHIBIT A

Briefing	Page Number	Description of Document or Excerpt	EA's Reasons for Sealing
Plaintiffs' Class Certification Motion [ECF No. 208]	p. 10:4-7		EA does not seek to seal this information.
Plaintiffs' Class Certification Motion [ECF No. 208]	p. 10:11-12	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Plaintiffs' Class Certification Motion [ECF No. 208]	p. 10:18-22	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Plaintiffs' Class Certification Motion [ECF No. 208]	p. 10, n. 24		EA does not seek to seal this information.
Plaintiffs' Class Certification Motion [ECF No. 208]	p. 10, n. 25	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Plaintiffs' Class Certification Motion [ECF No. 208]	p. 11:1-15	EA_NIL_00000125 involves internal assessments, projections, and development discussions regarding EA's unreleased College Football video game.	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
			EA does not seek to seal information as it pertains to EA_NIL_00000249-250 and EA_NIL_00000972.
Plaintiffs' Class	p. 32:3-6	Internal assessments, projections, and development	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles,

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Certification Motion [ECF No. 208]		discussions regarding EA's unreleased College Football video game	including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Plaintiffs' Class Certification Motion [ECF No. 208]	p. 32:22-23	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Berman Declaration ISO Class Certification [ECF No. 208-1]	Ex. 24		EA does not seek to seal this information.
Berman Declaration ISO Class Certification [ECF No. 208-1]	Ex. 25	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Berman Declaration ISO Class Certification [ECF No. 208-1]	Ex. 27	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Berman Declaration ISO Class Certification [ECF No. 208-1]	Ex. 28		EA does not seek to seal this information.
Berman Declaration ISO Class Certification [ECF No. 208-1]	Ex. 29		EA does not seek to seal this information.
Expert Report of Daniel	p. 29, n. 57	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is

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Rascher [ECF No. 290-2]			commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 30, ¶ 56	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 30, n. 59	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 31 n. 63	EA_NIL_00000165 involves internal assessments, projections, and development discussions regarding EA's unreleased College Football video game.	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
			EA does not seek to seal information as it pertains to EA_NIL_00000249-250.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 ¶ 59	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 ¶ 59	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel	p. 32 ¶ 59	Internal assessments, projections, and development discussions regarding EA's	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information

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Rascher [ECF No. 290-2]		unreleased College Football video game	is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 ¶ 60	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 ¶ 61	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 n. 66	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 n. 67	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 n. 68		EA does not seek to seal this information.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 32 n. 69	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 33 ¶ 61	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 33, n. 70	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 59 n. 129	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 60, ¶ 126	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 60, n. 129	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 60 n. 130	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher	p. 60 n. 131	Internal assessments, projections, and development discussions regarding EA's	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use

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[ECF No. 290-2]		unreleased College Football video game	it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 60 n. 132	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 61, ¶ 128	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 61, ¶ 128	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 61 n. 137	EA_NIL_00000887 involves internal assessments, projections, and development discussions regarding EA's unreleased College Football video game.	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
			EA does not seek to seal information as it pertains to EA_NIL_00000972.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 62, ¶ 128	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 62, ¶ 129	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 62, ¶ 129		EA does not seek to seal this information.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 62, ¶ 131	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 62 n. 138	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 62 n. 139	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 62 n. 142		EA does not seek to seal this information.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 63, ¶ 131	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of	p. 63, ¶ 132	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms

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Daniel Rascher [ECF No. 290-2]			of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 63 n. 143	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 63 n. 145	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 66, ¶ 138	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 66 n. 154	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 68, ¶ 142	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 69, ¶ 142	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 69, ¶ 143	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 69, ¶ 143	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
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Expert Report of Daniel Rascher	p. 69, n. 160	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage

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[ECF No. 290-2]		Contract negotiations, licensing, and terms of EA agreements	<p>in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p> <p>EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p>
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 69, n. 161	<p>Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game</p> <p>Contract negotiations, licensing, and terms of EA agreements</p>	<p>EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p> <p>EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p>
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 69, n. 162	<p>Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game</p> <p>Contract negotiations, licensing, and terms of EA agreements</p>	<p>EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p> <p>EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p>
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 70, ¶ 146	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	<p>EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p> <p>EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms</p>

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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 70, ¶ 146	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
		Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 70 n. 164	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 70 n. 165	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
		Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Expert Report of Daniel Rascher [ECF No. 290-2]	p. 71, ¶ 148	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 71 n. 166	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 72, ¶ 149	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 72 Ex. 3	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 72 n. 167	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 72 p. 168	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of	p. 73 Ex. 4	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles,

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Daniel Rascher [ECF No. 290-2]			including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 73 n. 169	EA competitive financial information	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 78, ¶ 159	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	p. 78 n. 178	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	Appx Ex. C.1	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by

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			the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	Appx Ex. C.2	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Daniel Rascher [ECF No. 290-2]	Appx Ex. C.3	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Edwin Desser [ECF No. 209-3]	p. 58 Sec. 16	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Edwin Desser [ECF No. 209-3]	p. 58 n. 69	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Expert Report of Edwin Desser [ECF No. 209-3]	p. 58 n. 70	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Opposition to Class Certification Brief [ECF No. 249]	p. 18:26-28	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game. Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Opposition to Class Certification Brief [ECF No. 249]	p. 19:1-4	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Opposition to Class Certification Brief [ECF No. 249]	p. 19:7-12	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Opposition to Class Certification Brief [ECF No. 249]	p. 19:15-17	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by

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			the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Opposition to Class Certification Brief [ECF No. 249]	p. 19:19-22	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Opposition to Class Certification Brief [ECF No. 249]	p. 19:27-28	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Opposition to Class Certification Brief [ECF No. 249]	p. 33:21		EA does not seek to seal this information.
Opposition to Class Certification Brief [ECF No. 249]	p. 34:7-12	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Declaration of Paul Cairns [ECF No. 249-16]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be

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		Contract negotiations, licensing, and terms of EA agreements	<p>prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p> <p>EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p>
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 238, ¶ 280 (b)		EA does not seek to seal this information.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 238, ¶ 280 (b)	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 238, ¶ 280 (b)	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 238, n.652	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 238-39, n.654	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 239, ¶ 282	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 239-40, ¶ 282	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 239, n.656	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 239-40, n.657	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 240, n.658	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 240, n.662	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1,	p. 241, ¶ 283		EA does not seek to seal this information

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Expert Report of Catherine Tucker [ECF No. 251-1]			
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 241, ¶ 283	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 241, ¶ 283		EA does not seek to seal this information.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 241, ¶ 283	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 241, n.663	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by

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			the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 241, n.664	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 1, Expert Report of Catherine Tucker [ECF No. 251-1]	p. 241, n.665	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 2, Expert Report of Bob Thompson [ECF No. 251-2]	p. 33	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 2, Expert Report of Bob Thompson [ECF No. 251-2]	p. 33, n.99	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms

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			of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 2, Expert Report of Bob Thompson [ECF No. 251-2]	p. 41	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 2, Expert Report of Bob Thompson [ECF No. 251-2]	p. 41	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 2, Expert Report of Bob Thompson [ECF No. 251-2]	p. 41, n.134	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 2, Expert Report of Bob Thompson [ECF No. 251-2]	p. 41, n.136	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 2, Expert Report of Bob Thompson [ECF No. 251-2]	p. 41, n.137	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

Briefing	Page Number	Description of Document or Excerpt	EA's Reasons for Sealing
Kilaru Decl. Ex. 3, Expert Report of Barbara Osborne [ECF No. 251-3]	p. 67, appex. B	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 262:1-263:19		EA does not seek to seal this information.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 264:3-6		EA does not seek to seal this information.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 265:1-4		EA does not seek to seal this information.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 265:7-21		EA does not seek to seal this information.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 266:20-267:2		EA does not seek to seal this information.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript	p. 267:12-16	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage

Briefing	Page Number	Description of Document or Excerpt	EA's Reasons for Sealing
Excerpts [ECF No. 251-7]		EA competitive financial information	<p>in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p> <p>EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p>
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 268:17-21	<p>Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game</p> <p>EA competitive financial information</p>	<p>EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p> <p>EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.</p>
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 269:18-270:9	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 270:23-271:25	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts	p. 272:16-274:12	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be

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[ECF No. 251-7]			prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 274:25-276:8	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 280:3-6	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 280:21-282:9	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 283:5-19	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 284:21-285:7	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

Briefing	Page Number	Description of Document or Excerpt	EA's Reasons for Sealing
Kilaru Decl. Ex. 7, Rascher Deposition Transcript Excerpts [ECF No. 251-7]	p. 287:19-289:7	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 11 [ECF No. 251-11]	Whole Document	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 12 [ECF No. 251-12]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 13 [ECF No. 251-13]	Whole Document	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 14 [ECF No. 251-14]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 15 [ECF No. 251-15]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 16 [ECF No. 251-16]	Whole Document	Internal assessments, projections, and development discussions regarding EA's	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use

Briefing	Page Number	Description of Document or Excerpt	EA's Reasons for Sealing
		unreleased College Football video game	it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 17 [ECF No. 251-17]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 18 [ECF No. 251-18]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 19 [ECF No. 251-19]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 20 [ECF No. 251-20]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Kilaru Decl. Exhibit 21 [ECF No. 251-21]	Whole Document	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Kilaru Decl. Exhibit 22 [ECF No. 251-22]	Whole Document	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Plaintiffs' Reply ISO Class Cert [ECF No. 289]	p. 2:10-11		EA does not seek to seal this information.
Plaintiffs' Reply ISO Class Cert [ECF No. 289]	p. 10:27-28		EA does not seek to seal this information.
Plaintiffs' Reply ISO Class Cert [ECF No. 289]	p. 11:1-2	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Plaintiffs' Reply ISO Class Cert [ECF No. 289]	p. 11:3-6	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Plaintiffs' Reply ISO Class Cert [ECF No. 289]	p. 11:14-16	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

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Plaintiffs' Reply ISO Class Cert [ECF No. 289]	p. 11, n. 25, lines 26-27	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 17, ¶ 28	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 31, ¶ 60	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 32, ¶ 62	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by

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			the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 32, n.82	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 33, ¶ 65	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 34, ¶ 65	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 37, ¶ 68	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 37, n. 96	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 38, Ex. 3	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.

Briefing	Page Number	Description of Document or Excerpt	EA's Reasons for Sealing
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 38, ¶ 69	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 38, n. 97	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 43, ¶ 78	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing. EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 43, n. 115	Contract negotiations, licensing, and terms of EA agreements	EA does not publicly disclose its negotiations or the terms of its agreements with third parties and partners. The negotiations and terms of such agreements are commercially sensitive information, and EA's other partners could use them if publicly disclosed to gain a strategic advantage in future negotiations with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 44, ¶ 78	EA competitive financial information	EA does not publicly disclose revenue-based data or performance metrics pertaining to its suite of video game titles. Such data is used to determine EA's competitive, marketing, and business strategies. It is commercially sensitive information, and EA's partners or competitors could use it if publicly disclosed to gain a strategic advantage in future negotiations or in competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher	p. 44, ¶ 78		EA does not seek to seal this information.

Briefing	Page Number	Description of Document or Excerpt	EA's Reasons for Sealing
[ECF No. 290-2]			
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 44, n. 117	Internal assessments, projections, and development discussions regarding EA's unreleased College Football video game	EA does not publicly disclose internal assessments, projections, or development discussions regarding unreleased video game titles, including the proposed College Football game title. Such information is commercially sensitive, and EA's partners or competitors could use it if publicly disclosed to gain a unique insight and strategic advantage in future negotiations or competition with EA. EA would be prejudiced by the public disclosure of this information. EA's prejudice could not be avoided through any less restrictive alternative to sealing.
Reply Report of Daniel Rascher [ECF No. 290-2]	p. 44, n. 119		EA does not seek to seal this information.